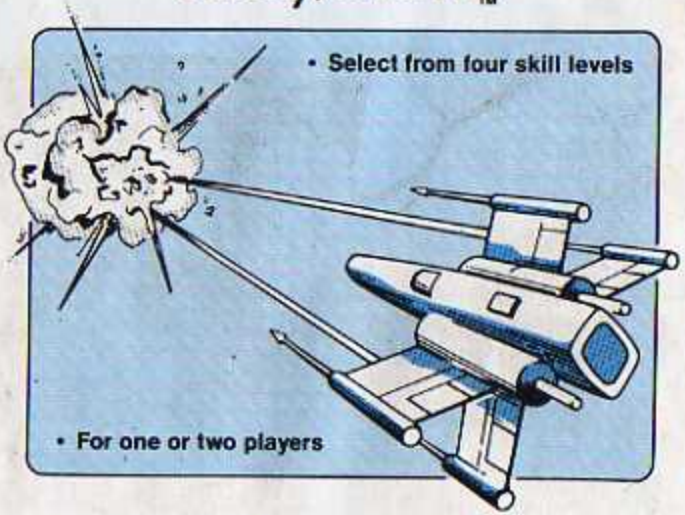
COLECO VISION™

Guide No. 91745

CARTRIDGE INSTRUCTIONS

GORF™

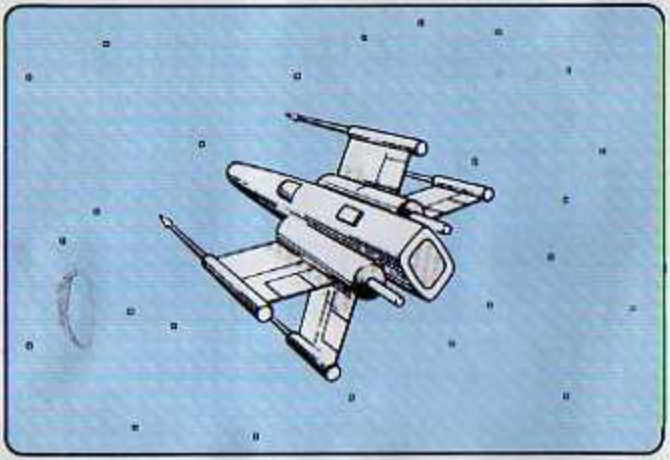
by Bally/MIDWAY™



A home version of the Bally/Midway arcade game!™

COLECO

GAME DESCRIPTION



Only your fighter stands between Gorf's™ fleet of robot ships and their control of the galaxy! With your skill, you can defend the universe against the enemy's twisted technology.

But Gorf™ never quits. Each mission you survive, Gorf™ sends another fleet even meaner than the previous one!

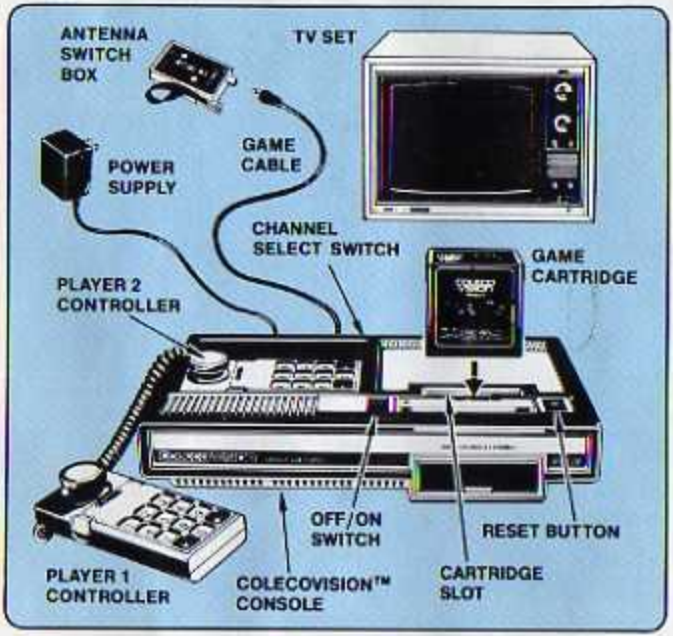
MISSION! Defeat **Astro Battle** invaders that fire to disintegrate your shield and destroy your ship.

MISSION! Clear the sky of robot ships and laser ships. Evade the **Laser Attack** that shimmers toward your fighter.

MISSION! Attack! Out of the **Space Warp™** Gorfian™ ships come, hurling radiation blasts that track your fighter.

MISSION! Duel the ultimate challenge, the **Gorfian™ Flagship!**

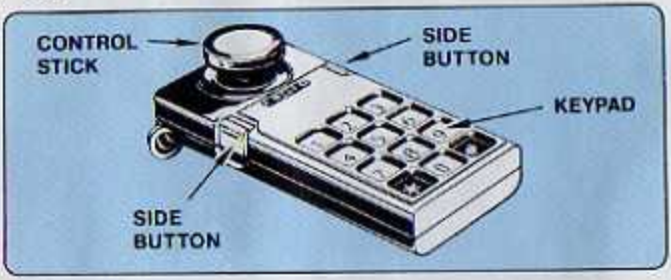
GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to a TV and the power supply is plugged into your console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- To play one-player GORF™, use the controller plugged into Port 1 (the rear jack). To play two-player GORF™, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE.** Turn **Off/On** Switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS

NOTE: For a one-player game, use the controller plugged into Port 1 (the rear jack). For a two-player game, Player 1 uses the controller plugged into Port 1 and Player 2 uses the controller plugged into Port 2.



1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Control Stick:** Tilt the Control Stick in any of its eight directions to move your fighter that direction.
3. **Side Buttons:** Press and release either Side Button to shoot a laser blast from the nose of your fighter. Each press and release of a button issues another blast, but cuts short any blast already on the screen.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Each player plays until completing a mission. Play alternates between players **only** when one player completes a mission.

STEP 1: Choose your options.

Press the Reset Button. The Title screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8.

Skill 1 is the easiest, suitable for play by beginners.

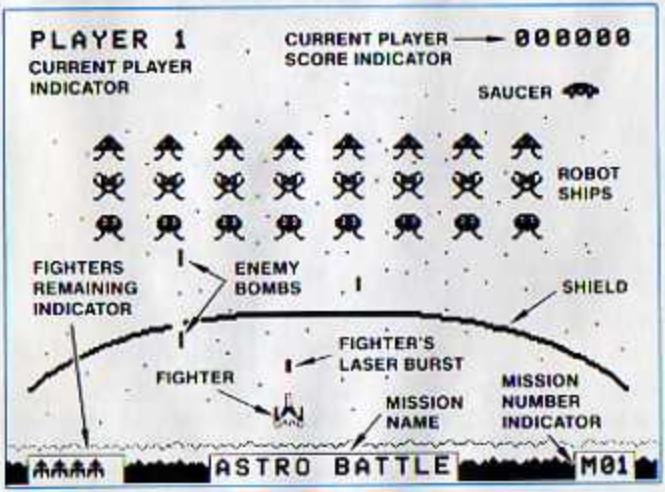
Skill 2 action is faster, but not as demanding as the arcade version of the game.

Skill 3 plays much like the arcade version of GORF™.

Skill 4 is more challenging than the arcade version.

Select one by pressing the corresponding number button on either controller keypad.

NOTE: In most missions, fewer enemies appear at Skill Level 1, and enemy movement is slower at lower skill levels.



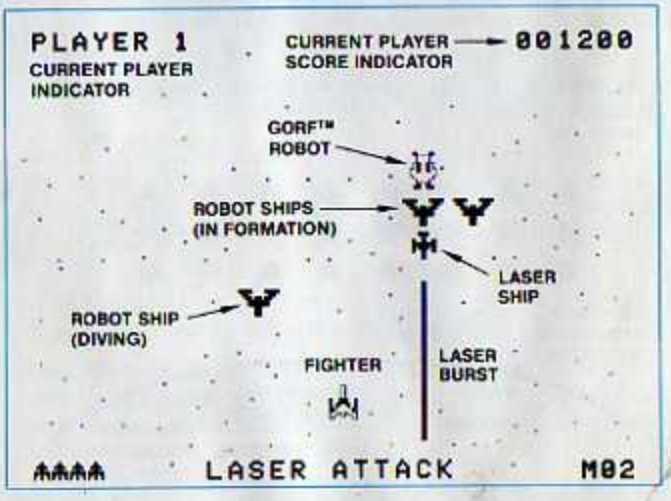
STEP 2: Battling the Astro Invaders!

In the Astro Battle, Gorf's™ robots march through space toward you. Your fighter is protected by an electromagnetic shield. But not for long! Enemy fire knocks out chunks of your protective energy shield. Vaporize the enemies and their

blasts with your laser. But be careful. In this battle, if you crash with an enemy invader, your turn ends just as if you completed your mission!

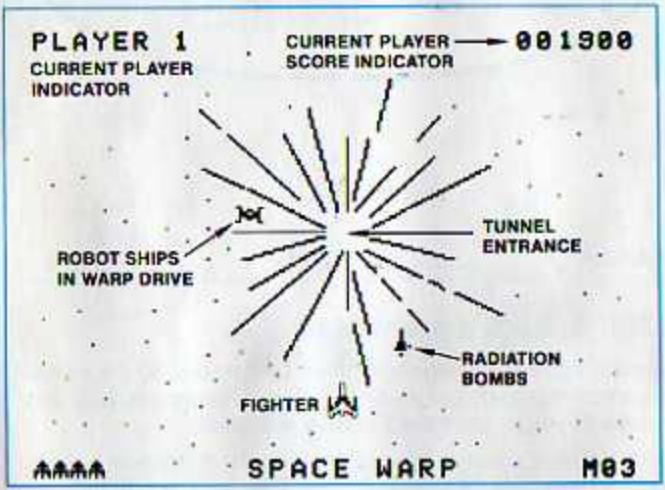
STEP 3: Hyperspace to a new frontier.

Once you've defeated the Astro Invaders™, laser ships and enemy robots dive through deep space to attack. Watch out! If you contact any part of the shimmering laser, your fighter is eliminated. Only your accurate maneuvering and speedy firing can halt the attack.



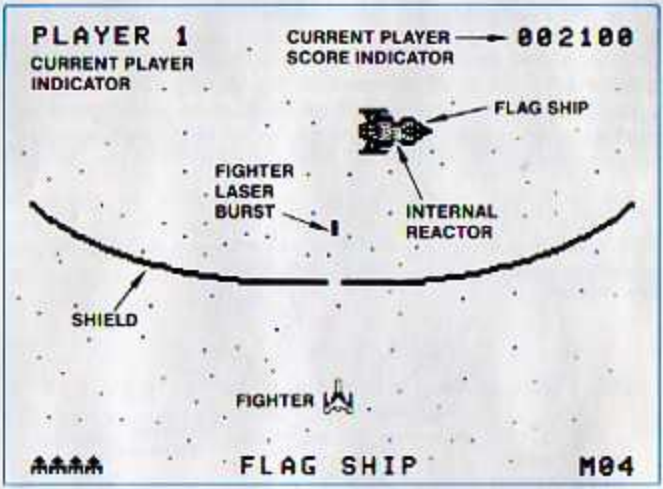
STEP 4: Warping in reinforcements!

If you've conquered the laser squadrons, Gorf™ sends replacements! From all corners of the galaxy, Gorf™ summons robots that hurl radiation bombs. Station your fighter to guard warp's entrance and eliminate robot ships as they soar from the tunnel.



STEP 5: Flagship duels.

Now the ultimate challenge awaits! The robot Gorf™ commands its flagship to the battle scene. But crafty you — you're already waiting! Clear a hole in the ship's electromagnetic field. Then aim carefully to explode the ship's Internal Reactor. If you don't hit it right away, you still get points each time you hit the flagship. But watch out! The flagship hurls fireballs at you.



STEP 6: Earn a promotion!

Triumph against the Gorfian™ fleet by completing these four missions! You start out as Space Cadet. Complete four missions and you're promoted to Space Captain.

You'll be sent on even more difficult sets of missions. If you survive, after each round of four missions you'll become Space Colonel, Space General, Warrior or even Space Avenger!

STEP 7. Starting over.

Press * to replay the GORF™ Game Option that you have been playing. Press # to go back to the Game Option screen.

NOTE: The Reset Button on the console "clears" the game. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Points are awarded for eliminating robot ships and saucers.

ENEMY SHIPS	POINTS
Astro-Battle	
Robot Ship	50
Gorf™ Character	250
Saucer	200
Laser Attack	
Laser Ship	300
Robot Ship	100
Small Gorf™	100
Saucer	200
Space Warp™	
Robot ship	100
Gorf™	100
Saucer	200
Gorf™ Flagship	
Flagship hit	10
Flagship eliminated	1000
Gorf™	100
Fireball	100

In games played at all skill levels, each player receives five fighters to start. When a player completes all four missions in the first round, a bonus fighter is awarded.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing GORF™, but it is only the beginning! You'll find that this cartridge is full of special features to make GORF™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

Gorf™ by Bally/Midway™

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